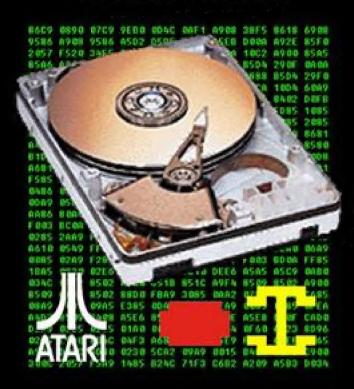
SCSlcide

GAME PROGRAM™ INSTRUCTIONS



Use the Paddle Controllers with this Game Program.

GAMEPLAY

Your task as the hard drive controller is to read the data bits in the correct color order. Prevent a hard drive crash by reading the bits before the latency buffer underflows!

Begin the game: Press the Reset switch Start a new level: Press the fire button To read a data bit: Press the fire button

Latency Buffer: Time remaining to read the next bit. Decreases when correct bit is missed or no bit exists.

Bit Counter: Number of correct data bits read. Read all 10 to advance to the next platter level.

DIFFICULTY

left: Normal v. Over-sized drivehead

Right: Smooth v. Track-to-Track drivehead motion

SCORING

Score is displayed in hexodecimal notation

First 2 digits represent current level

Correct data bit read: Level * remaining buffer

Correct data bit missed: -1 point Incorrect data bit read: -1 point

ADDITIONAL INFORMATION

http://www.mindspring.com/~jgrand/atari

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